## APPENDIX A

- 3. A system as claimed in claim 1 or 2, said attribute value being defined with respect to a first attribute, said attribute means being adapted to determine a set of valid attribute values for a further attribute in dependence on said criterion.
- 5. A system as claimed in any one of claims 1 to 4 claim 1, said information units comprising audio and/or video information.
- 6. A system as claimed in any one of claims 1 to 5 claim 1, the system further comprising user-operable skip means for controlling the random selection means to abort the presentation of the currently selected unit and to skip to a randomly selected alternative unit whose attribute value meets said criterion.
- 9. A system as claimed in any one of claims 1 to 8 claim 1, the attribute means being adapted to determine a distance between a pair of attribute values, the random selection means being capable of selecting a unit from units whose attribute values have a relatively large distance to attribute values of an earlier selected unit.
- 10. A system as claimed in any one of claims 1 to 9 claim 1, the system comprising display means for displaying a simulation of a slot machine, an operation of said simulated slot machine representing said random selection, and each cylinder of said slot

machine representing a set of valid attribute values for an attribute.

13. A computer program product for causing a programmable device, when executed on said device, to constitute a system as claimed in any one of claims 1 to 10 claim 1.